

## **B. Limitations.**

**06 Nov 2017**

### B.7.d – Operating the Vehicle.

- The use of foot power in the form of a team member putting their feet on the floor to propel the vehicle (as in ‘Fred Flintstone’) is prohibited.
- The use of hand power in the form of a team member putting their hands on the floor to propel the vehicle is prohibited.

### B.8.a.4 – The Ball.

- Nothing may help propel, guide or stop the ball after it crosses the line. This includes anything inside the ball, even if the internal components operate without team intervention.

### B.8.b.2 – Targets.

- The five green targets and the four white targets must be uniform in size, shape, height, weight, weight distribution, etc. (See General Clarification 1).

### B.8.c.5 – Finish Line.

- Contrary to the generally accepted measure of ‘breaking the plane’, the vehicle must completely cross the finish line before it starts the return trip in reverse.

**08 Jan 2018**

### B.7.c – Operating the Vehicle.

- The team may NOT pick up the vehicle and move it from the Measuring Area to another position in the Start Area behind the yellow line. The vehicle must be driven to any new location.

### B.8.b.6.c – Jousting.

- The number of targets knocked over is cumulative. The team may make multiple attempts to knock over the green targets as long as no white targets are knocked over.
- The vehicle does not have to cross the finish line after each attempt if multiple attempts to knock over targets are made. The vehicle may be driven (forward or backward) to make additional attempts

### B.9 – Change of Appearance.

- Materials used to change the appearance of the vehicle do not need to be on the vehicle when time begins. Team members may add materials to change the appearance

## General

19 Feb Jan 2018

### 1. General - Prop Drop – All Divisions:

- The driveway on the north side of Pelz Gym (#5 on the campus map). This is the driveway between Pelz Gym and the Fitch Street garage (#4 on the campus map).
- Weather permitting, teams will unload their props to the sidewalk. The vehicle used to transport the props must then be moved immediately to the parking garage or lot.
- If we encounter increment weather, teams will unload props and bring them directly into the building entrance.
- An adult must remain at all times with the vehicle used to transport the props.
- All parts of a problem solution and the containers **must** fit through a doorway that measures 28" x 78" (.71m x 1.98m), and they must be able to stand or be placed in an upright position in a standard room (ceilings 7.5-8 feet (2.28-2.43m) high). This applies to all containers holding parts of the team's solution. No alterations (e.g., removing center posts in doorways) will be permitted.

### 2. General - Prop Drop.

- Division 1: The drop off area will be the **second** drop off area in the driveway on the north side of Pelz Gym.
- Division 2/3: The drop off area will be the **first** drop off area in the driveway on the north side of Pelz Gym.

### 3. General – Floor Damage:

- All items in the staging area will be inspected prior to the beginning of the presentation. If it is determined that any item could potentially cause floor damage, the teams must address the concern to the satisfaction of the judging team prior to the start of presentation.

### 4. Problem – H – Forms: Teams must have all forms ready to present to the Staging Area judge when so requested. The forms, in legible condition, include:

- Four copies of the Style Form.
- Four copies of the Team's Required List (B.12).
- One Outside Assistance Form.
- One Cost Form.
- Any Team-Specific clarifications.

### 5. Audience Entrance – All Divisions.

- The Audience Entrance for Problem 1, ALL divisions, will be the Main Lobby of Pelz Gym. This entrance is on the opposite side of the Team Entrance / Prop Drop.